

FIG.

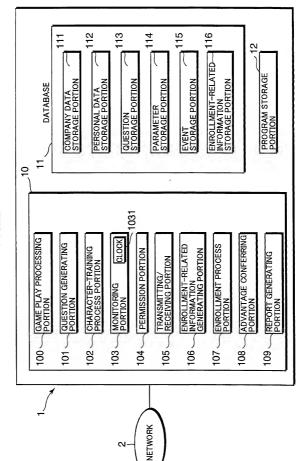


FIG.3

	PARAMETER	DESCRIPTION	RANGE	REMARKS
-	NICKNAME	NAME IN GAME	TOTAL 8 CHARACTERS	EGISTER AT GAME START
2	SEX	PLAYER'S SEX	ı	4/6
3	LEVEL	PLAYER'S CLEAR COUNT	0~10	PARAMETER RISES WITH LEVEL
4	DAYS	DAYS SINCE START OF GAME	09~0	
5	POSITION	CURRENT POSITION	-	
9	GOLD	CASH ON HAND	~0	
7	PHYSICAL STRENGTH	IF LOW, PARAMETER INCREASE DOWN (BASE IS 80)	0~100	INITIAL VALUE 100
8	INTELLIGENCE	SMARTS RESOURCEFULNESS	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
6	CONDUCT	BEHAVIOR, JUDGEMENT	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
10	CHARM	INTERPERSONAL SKILLS, CHARM	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
Ξ	11 FORTUNE	EASILY PASSES TESTS	0~1000	DETERMINED RANDOMLY
12	TRUST	TRUST OF COMPANY WHEN PRESIDENT	0~100	INITIAL VALUE 100 (IF O,BANKRUPTCY)
13	LOVE	IF,HIGH SOMETHING GOOD	0~100	INITIAL VALUE 50
14	14 INDEPENDENCE	IF HIGH, OTHER PARAMETERS DO NOT RISE EASILY	0~100	INITIAL VALUE 0

FIG.4A

			-	5						
	MODE	I O O L O	FIATFIACO	PARAME	TER INC	REMENT	'/DECRE	MENT (F	PARAMETER INCREMENT/DECREMENT (FOR 1 QUESTON)	ESTON)
	MODI	DESCRIPTION	CONTENT	PS		ပ	C CH	L.	7	QNI
-	1 WORK	WORK HARD	BUSINESS MANNERS (3 QUESTIONS)	-2~0 0	0	+2~8 0	0	0	1-	F
2	2 GATHER INFORMATION	IMPROVE KNOWLEDGE	BUZZWORD QUIZ (3 QUESTIONS)	-1~0	-1~0 +2~8 0	0	0	0	-1	-1
3	3 SOCIAL LIFE	LIVE WELL	RANDOM (1 QUESTION)	-4~-2 0	0	0	+2~8 0	0	-3	-1
4	4 AFTER 5	MAKE FRIENDS	1	+3~6	+3~6 -2~-6 -2~-6 +4~16 0	-2~-6	+4~16		+4~10 +1	+1
5	REFRESH	EXCHANGE VIEWS	EXCHANGE VIEWS EXCHANGE MAIL	+1~3 -1	-1	-1	1-	0	0	0
9	REFER FRIEND	INCREASE EMPLOYEES	I	+10%	+10%	+10%	+10%	+10%	+10% +10% +10% +10% +10% +10%	+10%

FIG.4B

		100000		PARAN	PARAMETER INCREMENT/DECREMENT	CREMEN	IT/DECR	EMENT		020
_	CATEGORY	DESCRIPTION	PS	-	0	S 당	ш	٦	QN	KEMAKKS
-	WORK	WORK HARD	-2~0 0	l	+2~8 0	0	0	7	+2	SAME AS EMPLOYEE
0	GATHER INFORMATION	IMPROVE KNOWLEDGE	-1~0	-1~0 +2~8 0	0	0	0	T	+2	SAME AS EMPLOYEE
က	PROMOTE/ REMOTE	PROMOTE AND DEMOTE	8-	-5	+4	4	-5~+5	-20	-10	1
4	MEETING	CONVOKE EMPLOYEES	-4	+2	+4	+2~4	+2~4 -2~+2 0	0	+2	EXCHANGE VIEWS WITH EMPLOYEES
5	AFTER 5	MAKE FRIENDS	9~6+	-5~-6	+3~6 -2~-6 -2~-6 +4~16 0	+4~16		+4~10 +1		SAME AS EMPLOYEE
9	REFRESH	EXCHANGE VIEWS WITH FRIENDS	+1~3 -1	-	-	F	0	0	0	SAME AS EMPLOYEE
7	REFER FRIEND	INCREASE EMPLOYEES	+10%	+10%	+10%	+10%	+10%	+10%	+10%	+10% +10% +10% +10% +10% +10% SAME AS

FIG.5

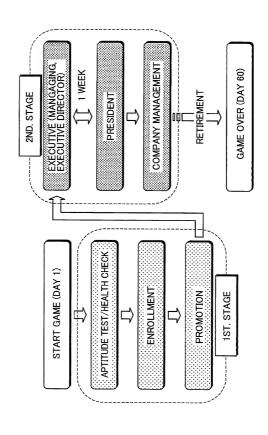


FIG.6

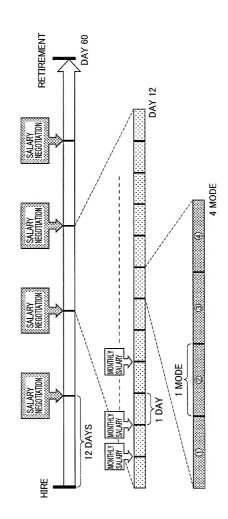


FIG.7

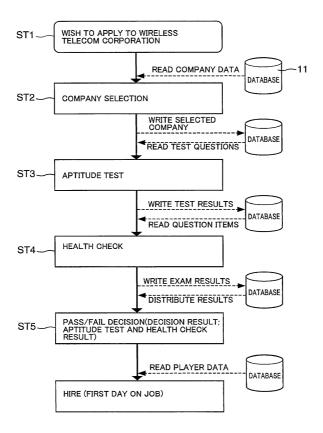
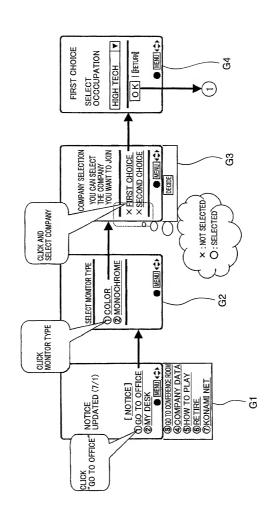
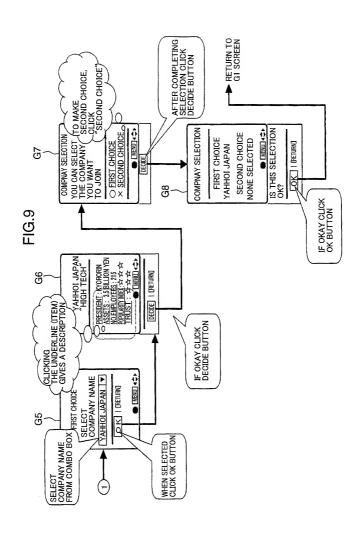
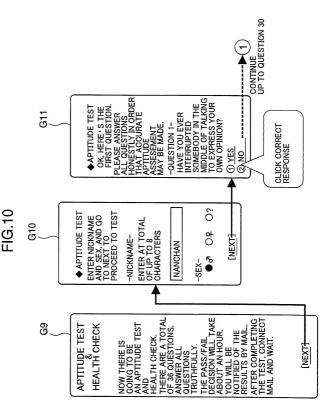
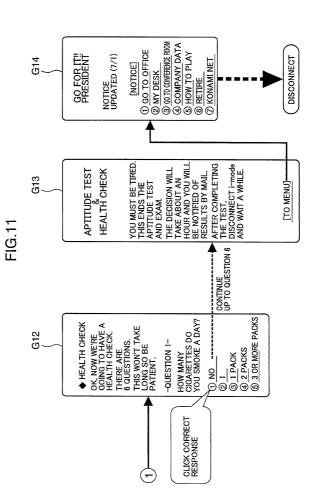


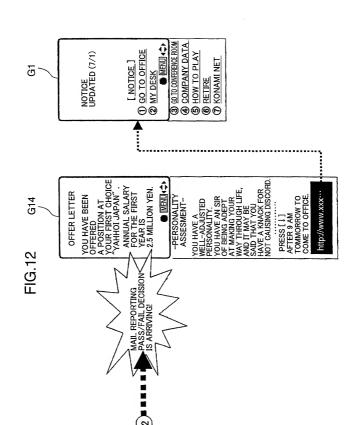
FIG.8

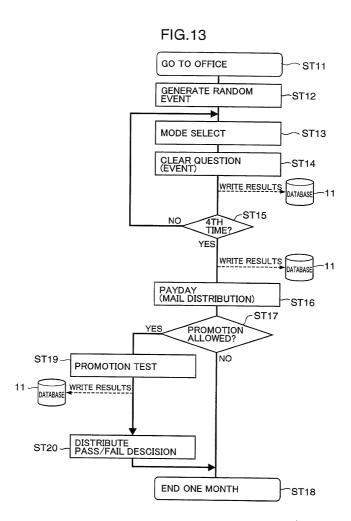


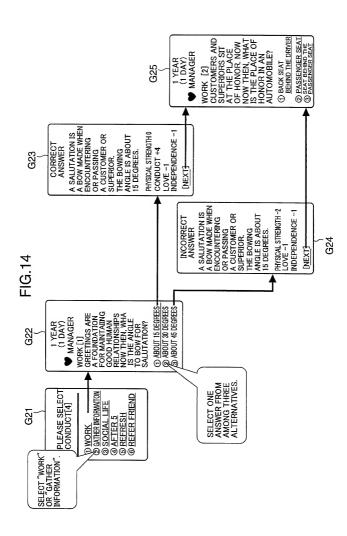












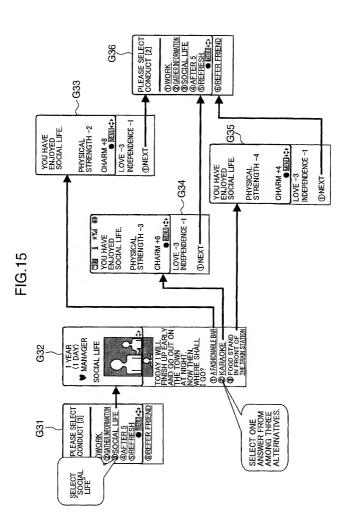


FIG.16

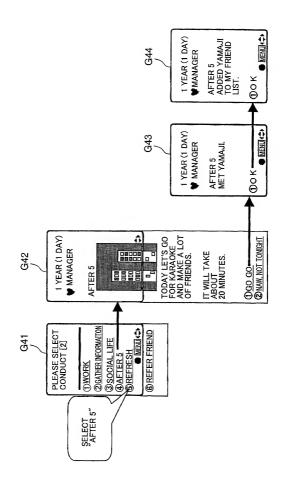


FIG.17

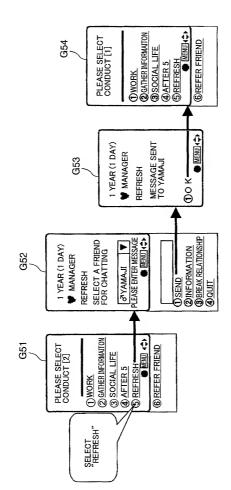
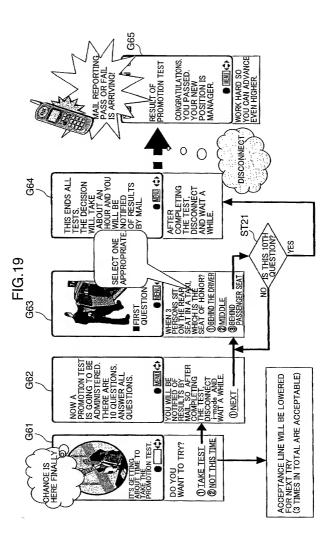
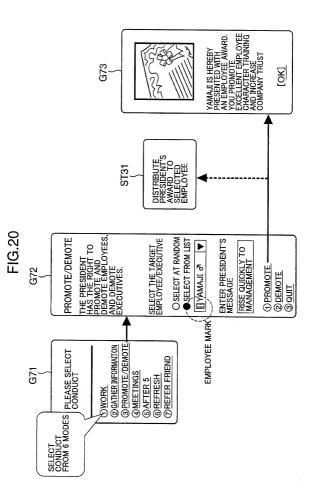


FIG.18

	POSITION	CONDITION	TEST CONTENT
1	MANAGER	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≥301	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
2	CHIEF CLERK	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≧351	QUESTIONS RELATING TO BUSINESS MANNERS , BUZZWORDS
3	SECTION HEAD	INTELLIGECE AND CONDUCT + 10% FORTUNE ≥ 401 (30% FOR CHIEF CLERK/SECTION HEAD TOGETHER)	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
4	DEPT. HEAD	TOTAL OF AVG OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≥451 (30% FOR CHIEF CLERK/SECTION HEAD TOGETHER)	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
5	Managing dir.	TOTAL OF AVG, OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≥511 (10% FOR MANAGING/EXEC. DIR. TOGETHER)	QUESTIONS RELATING TO MANAGEMENT (ANSWERS ARE RANDOM)
6	EXEC. DIR.	TOTAL OF AVG, OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≥571 (10% FOR MANAGING/EXEC. DIR. TOGETHER)	QUESTIONS RELATING TO MANAGEMENT (ANSWERS ARE RANDOM)
7	PRES.	PARAMETERS HIGHER THAN CURRENT PRES.	SELECTED FROM EXECUTIVES, INCLUDING PRESIDENT





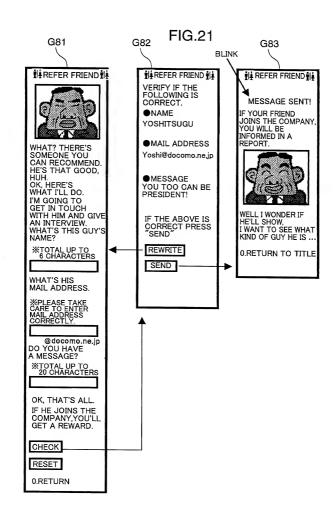
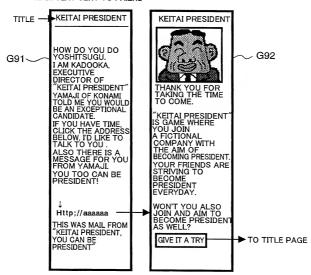


FIG.22

MAIL TEXT SENT TO FRIEND



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